

Caldari Demo Deck 1/3

CALDARI

HOME REGION > STARBASE

1. Setup Phase - Duration step, assembly step, ISK income step*.
2. Draw Phase - Draw one card.
3. Management Phase - Play cards from hand, play outer regions, upgrade your starbase, and manage your ships.
4. Battle Phase(s) - Begin battle step, a withdrawal step, a target step, damage step, and result step.
5. End Phase - Reduce to 7 cards.
*You may forfeit all ISK you gain during your income step to draw one card.

7 2 8

ART > B. BÖRNIUR EIRIKSSON

CALDARI

VENAL TOWER

HOME REGION > UPGRADED STARBASE

Players whose starbases have been upgraded may draw an extra card during their draw phase.

7 3 8

ART > SCREENSHOT FROM EVE ONLINE

THUKKER PIRATE HAVEN

STARBASE STRUCTURE

When a ship you control deals damage to an opponent's starbase, you gain 1 and that opponent loses 1.

There's a difference between walking the path and harbouring those who walk it.

2 +0 +0

ART > SCREENSHOT FROM EVE ONLINE

ADVANCED SHIPYARD

STARBASE STRUCTURE

Ships cost you 1 less to play. This ability cannot bring a ship's price to less than 1.

2 +0 +1

ART > SCREENSHOT FROM EVE ONLINE

VELDSPAR

LOCATION > ASTEROID FIELD

LIMITED (You can only play one 'limited' card each turn.)

0 +1 0

ART > SCREENSHOT FROM EVE ONLINE

VELDSPAR

LOCATION > ASTEROID FIELD

LIMITED (You can only play one 'limited' card each turn.)

0 +1 0

ART > SCREENSHOT FROM EVE ONLINE

INTERSTELLAR TRADE POST

LOCATION > STATION

X equals the number of regions you control.

LIMITED (You can only play one 'limited' card each turn.)

1 +X 0

ART > B. BÖRNIUR EIRIKSSON

INTERSTELLAR TRADE POST

LOCATION > STATION

X equals the number of regions you control.

LIMITED (You can only play one 'limited' card each turn.)

1 +X 0

ART > B. BÖRNIUR EIRIKSSON

REMOTE RESEARCH FACILITY

LOCATION > MOON

Discard 2 cards: Draw a card. Play this ability only once per turn.

2 +1 1

ART > HANS ALAN

Caldari Demo Deck 2/3

4 ASSEMBLY I

GRIFFIN
SHIP > FRIGATE

2 **5**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

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4 ASSEMBLY I

GRIFFIN
SHIP > FRIGATE

2 **5**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

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3 ASSEMBLY I

KESTREL
SHIP > FRIGATE

2 **2**



AMBUSH 4 (At the beginning of a withdraw step, this ship may deal 4 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

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3 ASSEMBLY I

KESTREL
SHIP > FRIGATE

2 **2**



AMBUSH 4 (At the beginning of a withdraw step, this ship may deal 4 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

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5 ASSEMBLY I

MERLIN
SHIP > FRIGATE

4 **4**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

ART > SCREENSHOT FROM EVE ONLINE

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5 ASSEMBLY I

MERLIN
SHIP > FRIGATE

4 **4**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

ART > SCREENSHOT FROM EVE ONLINE

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2 ASSEMBLY I

CONDOR
SHIP > FRIGATE

2 **3**



The smaller the nut, the harder to crack.

ART > SCREENSHOT FROM EVE ONLINE

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2 ASSEMBLY I

CONDOR
SHIP > FRIGATE

2 **3**



The smaller the nut, the harder to crack.

ART > SCREENSHOT FROM EVE ONLINE

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3 ASSEMBLY I

HERON
SHIP > FRIGATE

1 **3**



WARP SCRAMBLE 1 (At the beginning of a withdraw step, up to 1 defending ship of your choice may not withdraw during this battle phase.)

TARGET JAM 1 (At the beginning of a target step, up to 1 defending ship of your choice cannot use its command abilities this battle phase.)

ART > SCREENSHOT FROM EVE ONLINE

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9 **ASSEMBLY II**

CARACAL
SHIP > CRUISER

5 **6**

AMBUSH 8



When Caracal deals damage to a starbase, you may destroy an attached starbase structure that has a printed price equal to or lower than the damage Caracal dealt.

AMBUSH 8 (At the beginning of a withdraw step, this ship may deal 8 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

3 **DURATION II**

SHIP COMPUTER GLITCH
NEWS

DURATION I



Target ship cannot warp, dock or activate its commands. If it has an active command, deactivate it.

"Computer pull up...Up, I said!"

ART > HJORTUR BJARNASON

2

INFORMATION AT A COST
NEWS



Target player draws 2 cards.

ART > B. BÖRKUR EIRIKSSON / ASGEIR JÓN ÁSGERSSON

2

INFORMATION AT A COST
NEWS



Target player draws 2 cards.

ART > B. BÖRKUR EIRIKSSON / ASGEIR JÓN ÁSGERSSON

4

IMPENDING DOOM
NEWS



Hasten the assembly of a ship in your dock by one turn.

"Step on it, will you? They're coming."

ART > B. BÖRKUR EIRIKSSON

2 **0** **+3**

CLOUD RING
OUTER REGION



Ships cannot activate commands in this region.
Defending ships cannot withdraw from battle in this region.
Attacking ships in this region get **+1**.

ART > B. BÖRKUR EIRIKSSON

2 **+X** **2**

MOON OF NDORIA
OUTER REGION



X equals the number of ships in this region.

ART > KARI GUINNESSON

4 **+0** **2**

SOCIETY OF CONSCIOUS THOUGHT
OUTER REGION



Draw an extra card during your draw phase.

ART > ASGEIR JÓN ÁSGERSSON